

**AMENDMENT TO THE CLAIMS**

Claim 1. (currently amended) Method of conducting a game, comprising

- (A) providing a game controller
- (B) such said game controller providing a first set of contest elements for such the game in which such said first set of contest elements includes a plurality of contest elements having a surface area with playing indicia on such the surface area;
- (C) displaying by such said game controller all elements of such said first set of contest elements to a player of the game;
- (D) permitting such the player to select a style of game for matching contest elements, such style selected from the group consisting of:
  - i) matching elements IN ORDER;
  - ii) matching elements in DISORDER, and
  - iii) COMBINED of the above; and

permitting the player to select a plurality of elements from such said first set of contest elements for play of the selected style of game;
- (E) establishing a table of values for matching such said selected contest elements, based on the number of elements selected and the style of game selected;
- (F) such said game controller providing a sufficient number of additional sets of contest elements, such the additional number of sets being equal to the number of elements selected by such said player for play of the game, and with each such additional set being identical to such said first set of elements;
- (G) randomly selecting, by such said game controller, one element from each of such the additional sets of elements;

- (H) comparing ~~such~~ said randomly selected elements to ~~such user~~ the player selected contest elements obtained in Step (D); and
- (I) evaluating the number of matched contest elements selected by ~~such~~ said player against ~~such~~ said table of values.

Claim 2. (currently amended) The method of Claim 1, in which the number of contest elements in ~~such~~ said first set is at least ten.

Claim 3. (currently amended) The method of Claim 2, in which ~~such~~ said player selects at least two elements from ~~such~~ said first set of contest elements.

Claim 4. (currently amended) The method of Claim 3, in which ~~such~~ said player selects no more than eight elements from ~~such~~ said first set of contest elements.

Claim 5. (canceled)

Claim 6. (currently amended) The method of ~~Claim 5~~ Claim 1, in which ~~such~~ said game controller is selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.

Claim 7. (currently amended) The method of ~~Claim 5~~ Claim 1, further comprising the steps of:

- (J) permitting ~~such~~ said player to place a wager on each possible matching outcome according to the style of game selected; and
- (K) paying, by ~~such~~ said game controller, the player having a winning combination of contest elements, as determined by the table of values according to the player's wager.

Claim 8. (canceled)

Claim 9. (currently amended) A device for playing a game according to ~~Claim 5~~ Claim 4 selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices..

Claims 10. (original) A device for playing a game according to claim 7 selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.

Claim 11. (original) A game according to the method of Claim 1.

Claim 12. (currently amended) A game according to the method of ~~Claim 5~~ Claim 4.

Claims 13. (original) A game according to the method of Claim 7.

Claim 14. (currently amended) A slot machine comprising:

- (A) game initiating means to initiate a game on the machine;
- (B) display means disposed to display the game being played on the machine wherein such said display means is arranged to display a plurality of elements having indicia, each indicia being associated with a symbol; and
- (C) game control means responsive to the initiating means to control the playing of the game, wherein the control means permits a player to select a style of game to be played based on matching elements IN ORDER, in DISORDER, or COMBINED and said control means permits the player to select a number of elements to play in said style of game, such said control means randomly selects an equal number of elements and compares the indicia on such the player selected elements to the indicia on such said randomly selected elements and awarding a prize to the player in the event that one or more such user selected elements matches such said randomly selected elements.

Claim 15. (original) The slot machine of Claim 14, wherein the display means comprises a touch sensitive video screen and the player selects indicia by touching areas of the screen on which the selected indicia are displayed.

Claim 16. (original) The slot machine of Claim 14, including buttons indicating grid reference on the display such that indicia positions may be selected by the player pressing buttons.

Claim 17. (original) The slot machine of Claim 14 wherein the display is a mechanical or electromechanical device.

Claim 18. (original) The slot machine of Claim 14, wherein the display means is a set of rotatable reels.

Claim 19. (currently amended) An electronic system for playing a slot machine game having a plurality of play options wherein a win or a loss is determined after each play of the game, the system comprising:

- (A) a game enclosure, the enclosure including a player interface means for at least one player to physically interact with the system;
- (B) bet value entry means for generating a bet value signal to the system, the bet value signal representing an amount of a bet placed by a player;
- (C) player display means for visually indicating to the player a set of elements having indicia thereon;
- (D) first player selection means for selection by the player of a style of game to be played based on matching elements IN ORDER, in DISORDER, or COMBINED; and second player selection means for selection by the player of a plurality of elements from such said set of elements;

(E) game control means responsive to ~~such~~ said first and second player selection means, wherein ~~such~~ said control means randomly selects from ~~such~~ the set of elements having indicia thereon an equal number of elements; and

(F) processor means for comparing the indicia on ~~such~~ said player selected elements to the indicia on ~~such~~ said randomly selected elements and awarding a prize to the player in the event that one or more ~~such user~~ player selected elements matches ~~such~~ said randomly selected elements, the processor means being electrically connected to the player display means, to the player selection means, to the bet value entry means, and to the game control means.

Claim 20. (new) The method of claim 1, wherein the step of permitting the player to select a plurality of elements from said first set of contest elements for play of the selected style of game further comprises enabling the player to repeat the selection of any element as often as desired up to the limit of the number of elements to be selected only if the style of game is to match elements IN ORDER.

Claim 21. (new) The method of claim 7, wherein

the number of wagers is equal to the number of elements selected when the style of game is to match elements IN ORDER;

the number of wagers is equal to one more than the number of elements selected when the style of game is to match elements in DISORDER; and

the number of wagers is equal to two more than the number of elements selected when the style of game is to match elements in COMBINED.